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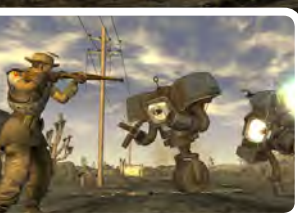
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P3zine

Issue 39 | June 2010

Free Magazine for PlayStation 3 Gamers. *Read it, Print it, Send it to your mates...*



PREVIEW! FALLOUT: NEW VEGAS

*Radiation sickness, with emphasis
on the sick! Full preview inside*



REVIEWED!

**ModNation
Racers**
*Can Sony topple the king
of kart racing?*



REVIEWED!

SBKX
*Is Milestone's two-wheeled
racer all torque?*



FIRST LOOK!

**Test Drive
Unlimited 2**

We take Atari's racer for a spin



REVIEWED! SPLIT/SECOND: VELOCITY

*The world's most
exciting racer reviewed!*



FIRST LOOK!



**Call of Duty:
Black Ops**

*We lift the lid on the year's
most anticipated shooter!*



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Welcome to P3Zine



With the British summer roaring into view, it's time to wind down those car windows and soak up the sun – on your PS3, at least. We've got a racing special for you this month, with reviews of what we think may be the most exciting racing game you'll ever play on your PS3, Split/Second: Velocity, plus Sony's latest Play, Create, Share-'em-up ModNation Racers and Milestone's bike racer SBKX, as well as getting to grips with Atari's Test Drive Unlimited 2.

But if you're not a racing fan we've still got plenty more for you this issue, including the first look at Call of Duty: Black Ops and Tiger Woods PGA Tour 11, as well as our thoughts

on an old-school delight, 3D Dot Game Heroes.

Enjoy the issue.

Dan Hutchinson, Editor
p3zine@gamerzines.com

DON'T MISS!

This month's highlights...

The latest & greatest titles on PS3



Fallout: New Vegas

The battle for survival continues



Split/Second: Velocity

Every Second counts



ModNation Racers

Create, race, win! Review inside

QUICK FINDER

Every game's just a click away

Call of Duty:
 Black Ops
 Blacklight:
 Tango Down
 Tiger Woods 11
 Test Drive
 Unlimited 2

Fallout:
 New Vegas
 Split/Second
 3D Dot Game
 Heroes
 ModNation Racers
 SBKX

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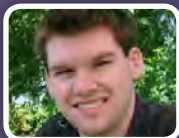
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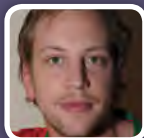
MAGAZINE FEEDBACK!
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MEET THE TEAM

There's nowt they don't know about PlayStation...



David Scammell
This man loves Split/Second like no other. But will the love last?

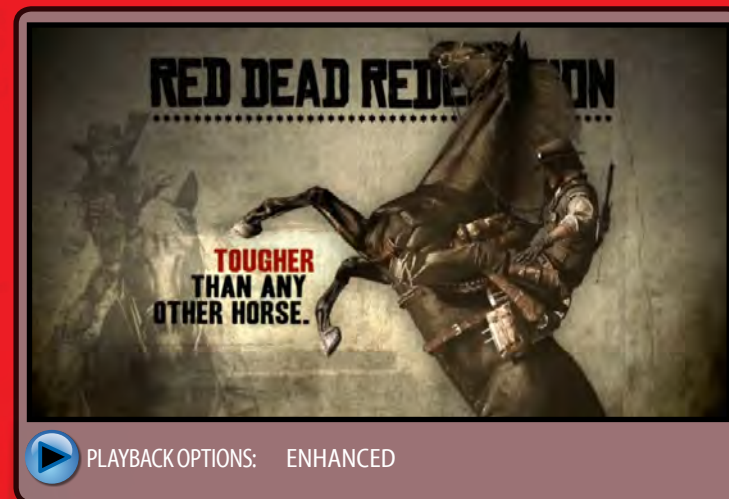


Jon Denton
Black Ops or Medal of Honor? Jon can't decide between the two.

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ZAVVI
BRADY MINI GUIDE
BY BRADY GAMES

21 MAY

ROCKSTARGAMES.COM/REDDEADREDEMPTION



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CALL OF DUTY BLACK OPS

Publisher: Activision
Developer: Treyarch
Heritage: Call of Duty:
 World at War
Link: <http://callofduty.com/blackops>
ETA: 9th November



Enhancements made to the Call of Duty engine ensure Black Ops looks spectacular.

Call of Duty: Black Ops

FIRST
LOOK

Historic Warfare

What is it?

Well, exactly. What we've been shown of this year's Call of Duty so far asks more questions than it does answer. Where are we heading? Who are we fighting for? And are we going to get to control helicopters?

So who *does* know?

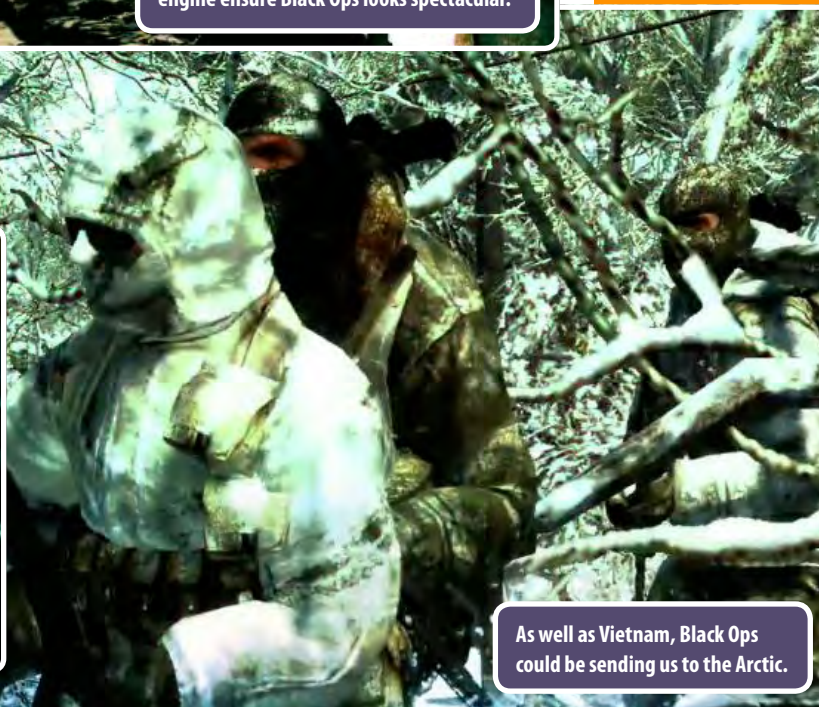
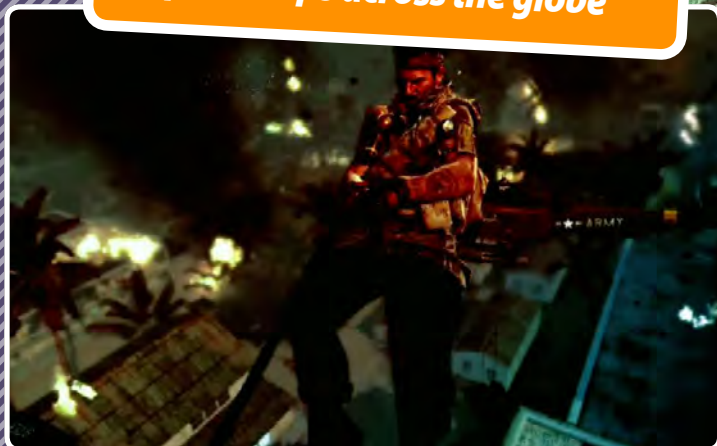
For now, Treyarch's keeping details about Black Ops firmly under lock and key, but going by what was shown in the initial teaser trailer and of what we know of the studio, we can attempt to hazard a guess at some

of the game's new features. Firstly, controllable vehicles have been present in every current-gen Call of Duty game created by Treyarch to date, and so the idea of fully flyable helicopters doesn't seem too far-fetched. Similarly, the globetrekking seen in recent Call of Dutys – including World at War's trips to the Pacific, Russia and Berlin, and MW2's escapades across the Americas and Afghanistan – suggests that we won't just be heading to Vietnam, but engaging in a variety of a Special Ops across the globe. One thing we can guarantee, however, is that Black Ops *will* be the most anticipated game of 2010.

Wait, did you say Vietnam?

Yep, it looks as if we're going to be duelling with the Vietcong in Black Ops, and while we know Vietnam games haven't always gone down particularly well, if Treyarch can capture the fear and atmosphere of jungle warfare as well as they did in World at War, Black Ops could certainly turn out to be something worth getting excited about. ➤

"The globetrekking seen in recent CoDs suggests that we won't just be heading to Vietnam, but engaging in a variety of Special Ops across the globe"



As well as Vietnam, Black Ops could be sending us to the Arctic.

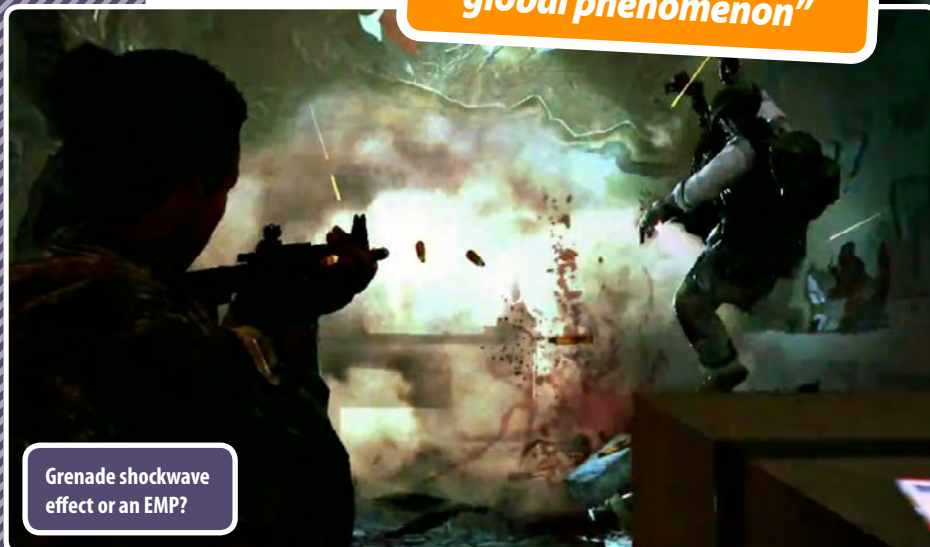
CALL OF DUTY
BLACK OPS

**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Call of Duty:
Black Ops

This scene suggests the inclusion of operations from the Cuban Missile Crisis.



"We're looking at another global phenomenon"



Grenade shockwave effect or an EMP?

> Call of Duty: Black Ops continued

And remember, it likely isn't *all* going to be set in Vietnam. We've heard that the game could also send players to Cuba and the Arctic.

What about multiplayer?

Nothing about Black Ops' multiplayer component has been officially revealed so far, but during the trailer we spotted a marine dragging the downed body of a squadmate. Could we see a drag and revive feature implemented into Black Ops' multiplayer? It seems unlikely, but anything is possible. Expect the unexpected.

When can we expect to see more?

Activision's already slapped a worldwide release date of November 9th, 2010 on Black Ops, so expect plenty more at the E3 show next month.

Anything else to declare?

Only that you'll want to get your pre-order in for Black Ops as soon as possible. If it can recreate the success of last year's Call of Duty (and we're positive it will), we're looking at another global phenomenon.

Could controllable helicopters be one of Black Ops' new features?



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TANGO DOWN

Publisher: Ignition
Developer: Zombie Studios
Heritage: Ecks vs Sever,
 Delta Force: TFD
Link: <http://playtango-down.com>
ETA: Summer



We suspect that this train may be a bit delayed...



"If there's one thing about Blacklight that should grab your attention it's the price tag: \$15, or the equivalent to five Modern Warfare maps"



The art style won't appeal to all, but for a \$15 game, Blacklight's looking superb.



Blacklight: Tango Down

FIRST
LOOK

Zombie's online shooter gets the green light

What's the story?

If you're addicted to Modern Warfare 2 or Bad Company 2, then you're going to want to keep a close eye on Blacklight: Tango Down. It's an online multiplayer-focused shooter with an experience system akin to Call of Duty's to keep players coming back, plus it's outfitted with a compelling co-operative mode that sees players team up and take down a teched-up group of mercenaries known as The Order.

I'm playing enough online shooters already!

We know you are, but if there's one thing about Blacklight that should grab your attention it's the price tag: \$15, or around £10. To put that into perspective, it's the equivalent of a couple of pints, a cinema ticket and a regular popcorn, or five Modern Warfare 2 maps. It's a

PSN game, which explains the pocket money price, but low-cost doesn't necessarily equate to low-quality, as Ignition's positioning Blacklight as a triple-A shooter with a multiplayer mode as good as some recent boxed releases.

When do we get more?

With a summer release, we'll be bringing you some hands-on opinions over the next few weeks.

Anything else?

Co-op mode, or Black Ops as it's known in the game, contributes to your character's overall experience. Earn upgrades with a mate!

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PLAYBACK OPTIONS: ENHANCED

OUT 28 MAY 2010



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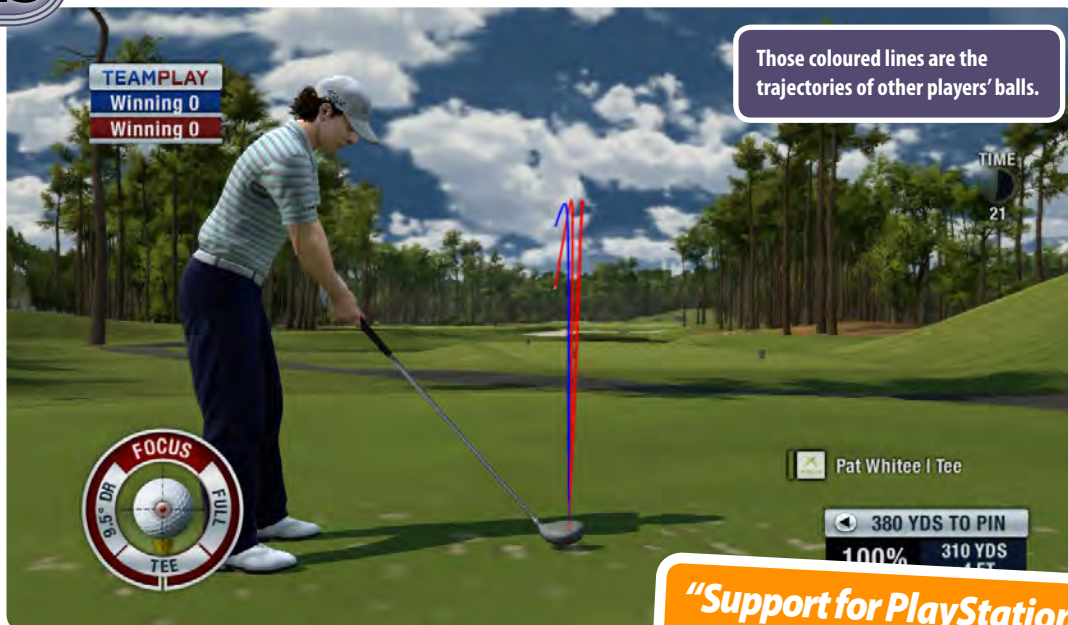
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Publisher: EA Sports
Developer: EA Tiburon
Heritage: Tiger Woods PGA Tour series, Madden
Link: tigerwoodspgatur.easports.com
ETA: July

PREVIEW FEEDBACK!
 Click here to tell us what you think of Tiger Woods PGA Tour 11



"Support for PlayStation Move is PGA Tour 11's greatest pull"

Tiger Woods PGA Tour 11

FIRST LOOK

Elin high water...

What's the story?

While we're all crossing our fingers in the hope of a Tiger Woods-inspired Hot Coffee mini-game being tucked away inside this year's version of the PS3's premier golf title, Tiger's found himself a new toy to play with when he strides onto the green this July: PlayStation Move.

Though Sony's motion controller isn't due to launch until much later in the year, PGA Tour 11's out-of-the-box support for PlayStation Move means that, despite the lack of saucy texts and sexy supermodels, this year's Tiger Woods promises to be a much more authentic replication of the sport than any golf game previously.

What do we know?

There's no denying that support for PlayStation Move is PGA Tour 11's greatest pull, and ultimately the reason why multi-platform gamers should consider the PS3 version over any other. But if you're not planning on shelling out for the motion controller, the addition of a 12-versus-12 online-enabled Ryder Cup mode should excite golf aficionados, marking the first time ever that players have been able to compete in teams in a Tiger Woods game.

When do we get more?

We're going hands-on with the golf game in next month's issue. Expect plenty of balls. In a good way.

Anything else to declare?

Other than the odd graphical enhancement and Move support, the remainder of this year's Tiger Woods seems fairly standard. Let's hope EA has ramped up the play significantly enough since last year's update to keep us ticking over until Move.

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CONTROL



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Publisher: Namco Bandai
Developer: Eden Games
Heritage: Test Drive Unlimited, V-Rally series
Link: www.testdriveunlimited2.com
ETA: Autumn



"A new out-of-car mode lets players walk around their friends' spaces, check out their rides and interact with other users"

Racing in sports cars along sun-kissed tracks lined with palm trees? Sounds good to us.

PREVIEW FEEDBACK!
 Click here to tell us what you think of Test Drive Unlimited 2



Test Drive Unlimited 2



PlayStation Home meets Gran Turismo

What's the story?

If there was one criticism that could be levelled at Test Drive Unlimited's 2006 original, it was that it launched way before its time. Atari's open-world sandbox simulator was wonderful, full of innovation and fresh ideas that blurred the lines between social networking and gaming. So fresh, in fact, that barely anyone was particularly bothered by it. Fast forward four years to the Twitter-fuelled face of modern gaming and it's a somewhat different story, and one that will hopefully see Test Drive's second run perform somewhat better.

Why should we be excited?

Test Drive Unlimited 2 follows a similar format to the original, plonking racers into a massive online-enabled version of Ibiza before letting them run riot with a deluge of sexy sports cars. Racing friends and AI cars in the massive online world is TDU2's main attraction, of course, and just like in the original, you'll also be able to start up your own clubs. But TDU2 also sports a new out-of-car mode that will let players walk around their friends' spaces, check out their rides and interact with other users. Imagine PlayStation Home with Dodge Vipers and you'll get the idea.

When do we get more?

Test Drive Unlimited 2 jets off to Ibiza this autumn. Tan not guaranteed.

Anything else to declare?

Developer Eden Games has upped the ante for TDU2's customisation, offering unprecedented levels of freedom to customise your car, avatar and home.

Pre-order Today

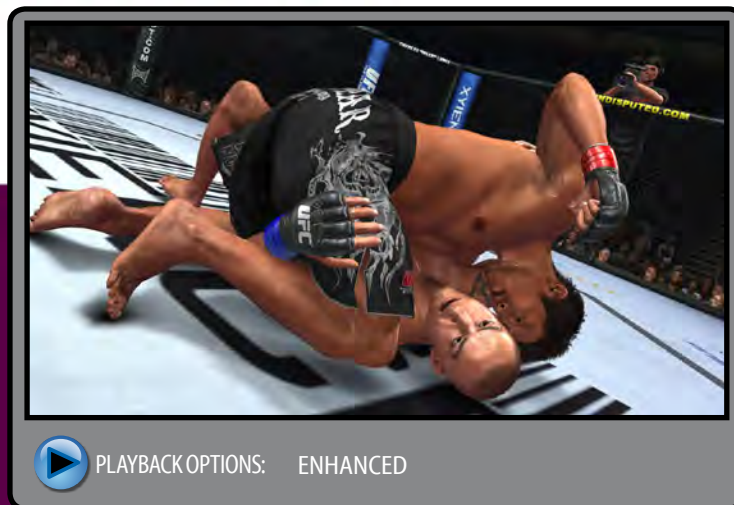
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INCOMING

Another secret six heading your way...



Bulletstorm

Publisher: EA | ETA: 2011

If you're going to team up with someone to develop your first next-gen shooter, you could do a lot worse than genre veterans Epic Games. But that's exactly what Polish developer People Can Fly has done for Bulletstorm, joining forces with the Gears of War creators to develop its first original title since 2004 PC killfest, Painkiller. The first-person action shooter follows the adventures of Grayson Hunt, an elite mercenary who finds himself betrayed and exiled across the galaxy by futuristic confederation Dead Echo. Epic, perhaps, is just the word.



SAW 2

Publisher: Konami | ETA: Autumn

Set between the events of the first two movies, SAW 2 follows Detective Tapp's son Michael trapped inside Jigsaw's latest labyrinth as he investigates his father's death. The first sickeningly sadistic SAW game had some wonderful ideas but its repetitive nature and poorly executed mechanics turned off a lot of players hoping to get lost in Jigsaw's twisted universe, but with new traps, new puzzles and an overhauled combat system, we're hopeful that Konami's second go will fare considerably better when it launches later in the year.

EA Sports Active 2.0

Publisher: EA | ETA: Autumn

You didn't think it would be too long before publishers started take advantage of PlayStation Move's tech, did you? EA Sports' best-selling Wii game is getting a follow-up on PlayStation 3 later this year, letting exercise fanatics condition their body via intense workouts. Fun? Maybe not. Healthy? Definitely.



Splatterhouse

Publisher: Namco Bandai | ETA: Autumn

Splatterhouse's troubled development hasn't put off Namco Bandai resurrecting the spectacularly brutal coin-op altogether, but the torso-tearing game has undergone some significant changes since its public unveiling in 2008. Co-op is in, meaning two of you can now don the iconic Terror Mask to saw up some flesh, and as an added bonus, all three of the original Splatterhouse games will be included on disc. Tasty!

Demon's Souls

Publisher: Namco Bandai | ETA: 25th June

The good news? This action/RPG has been wowing gamers across the pond so much since its North American release last year that it's prompted Namco Bandai into snapping up the rights to the PAL release. The bad news is that the game is being manufactured for a limited time only, meaning you'll have to act fast if you want to get your hands on it.



F.3.A.R.

Publisher: Warner Bros | ETA: Autumn

Alma's pregnant! But if you've seen the psychotic sex scene that closed F.E.A.R. 2 that probably won't come as much of a surprise. So, the freaky female has a bun in the oven, and although this second sequel is being developed by MechAssault devs Day 1 Studios rather than series creators Monolith, Warner Bros still guarantee 'extreme terror'. Input from horror legend John Carpenter should help towards that claim.



IN THE PIPELINE

JUNE

TRANSFORMERS: WFC
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SINGULARITY
TIGER WOODS PGA TOUR 11

AUGUST

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FIRST LOOK

Fallout: New Vegas

Get ready to rock Sin City!

Has it really been two years since Fallout 3? Bethesda's epic RPG has regularly frequented our Blu-ray drives, offering literally hundreds of hours worth of enjoyment, supplemented by some excellent downloadable content.

Well it's time to say goodbye to wily Washington and viva to Vegas,

a wasteland which seems all together brighter and full of possibilities.

The campaign kicks off with your persona being forcefully ejected from a transporter by some mob bosses in the dead of night on the outskirts of the infamous Strip. Thankfully, you're soon rescued by a charitable robot and are nursed

'Ghoul' is a horrible label. We prefer calling them 'Flakies'.

"Fallout's invaluable wrist apparatus has gone through a variety of improvements"

back to health by a caring doctor. Once awakened, he asks you a host of personal questions to determine your character, even taking out some Rorschach cards to get a little more obtuse with the analysis. He then asks if you are happy with your appearance, sex and – a first for the Fallout series – age, before unleashing you into the wider world.

Like before, as soon the create-a-character segment is over, you're free to explore in whatever direction takes your fancy, offering players complete freedom, which only the Fallout games can provide.

Nevada is the main setting, populated by plenty of towns and strange sights which are all vying to dominate the horizon, whether it's the needle-like Stratosphere or

Dinky the Dinosaur and his fabulous motel. Obsidian are aiming for every location to have its own special visual cue, so when a player is high up, he or she can determine exactly where they are without switching on the Pip Boy 3000.

Speaking of which, Fallout's invaluable wrist apparatus has gone through a variety of improvements, including the ability to mod weapons. Every gun in the universe is completely customisable, enabling players to add extended magazines, scopes, sights, stabilisers and even change ammo types. During our demo we were shown a grenade-spamming mini-gun which instead of firing bullets, laid waste to an entire legion of super mutants with fast-firing explosive ordinance.

The improved functionality also extends to the buddy system, where now a smart radial menu replaces

PREVIEW
 FEEDBACK!
 Click here to tell us what you think of Fallout: New Vegas



More robots but less grey skies.

> Fallout: New Vegas cont.

manually talking to companions to order them around. The faction dynamic has also been tweaked offering players more visual indication of their deeds. If you help one gang, their competitors might not be as friendly next time to compensate for your actions. When you become favoured, factions can offer bonuses like safehouses and reduced shop rates.

The main reasons to get engrossed in this apocalyptic universe are the characters and the fiction, which from what we saw, was just as strong as fans have seen before. This time the main power struggle is between the New Californian Republic (NCR), who wants to bring hope and prosperity to the region, whereas Caesar's Legion (guess where they hail from) want to preserve the status quo of humanity by selling slaves and other unspeakably nasty deeds.

While some choices are obvious, there's that same moral greyness to some choices. Again, there will be multiple branching paths and populaces to either save, ignore or destroy. One particular quest we witnessed involved a sarcastic engineer named Mr Fantastic who was in control of a defunct energy centre. After the blond-haired pretender stopped whining about his predicament, he asked us to get the plant working. Naturally

"The moral lines are clear, but who can resist the most destructive path?"

we obliged, and had the choice of either distributing the power evenly throughout the wasteland, ferrying it to the Strip for the benefit of Caesar, or sending it exclusively to an orbital weaponry array. The moral lines are clear, but who can resist the most destructive path? It's these choices which will have even greater impact than ever before.

New Vegas will pack in just as much content as Fallout 3, with an open world as big as the Washington Wasteland and with plenty of quests to get engrossed in.

It's impossible to gain an accurate representation of the entire campaign from an hour long demo but from what we saw, Fallout: New Vegas is shaping up to be every bit as entertaining as its predecessor. ●



PERCENTAGE COMPLETE

70%

FIRST IMPRESSIONS

85%

From one wasteland to another...



Publisher: Disney

Interactive Studios

Developer:

Black Rock Studio

Heritage: Pure

Link: www2.disney.co.uk/split-second-velocity

OUT NOW

Split/Second: Velocity

Black Rock's smashing, adrenaline-fuelled racer will rock your world

There are very few games that can make this writer jolt his arms and run about like a caffeine addict on an energy drink binge. 2004's Burnout 3 was one of them; its insufferably tough Burning Laps goading me into thrusting my head from side to side as I weave between oncoming traffic at 150mph,

sucking air between my teeth as I pile into the bus that's crossed my path at Riviera's junction. Idiot.

But since then, nothing. Not even Burnout's later sequels could recapture that thrill-a-minute sensation. I genuinely thought that the days of the heart-pounding, edge of your seat racer were over.

At least, until now...



In case you can't quite work out what's going on, this is a railway bridge exploding.



"Split/Second is so utterly brilliant you'll wonder how no one has ever attempted anything like it before"

> Split/Second cont.

Split/Second is fast. Stupidly fast. It's Burnout on speed; blisteringly fast supercars charging through the game's locales at a rate of knots enough to send any normal man crashing into a coma. That's if you pick the supercars, at least. The sports trucks are sluggish, but grip corners like nobody's business, rocking through the pack like tanks given a once over by West Coast

Customs. And the muscle cars, well, they're your drift-crazy middlemen.

So far, so your typical 'high octane' arcade racer. But the rest of Split/Second is far from standard, and so far removed from any racer you'll have played before that you'll wonder why no one has ever attempted anything like it before. It's ingenious, injecting creativity and originality into a predominantly static genre – and it's utterly brilliant for it.

Split/Second: Velocity is based around a TV show, with each of the game's five locations a separate component of the Split/Second set. There's a Downtown area, an Airport, Dock, Power Plant and a Canyon, each rigged for destruction and loaded with opportunities to

obliterate your opponents. Things like blowing up a power plant's cooling tower as racers nip through it, for example, or detonating explosives rigged to a railway bridge, causing the train and its freight to come crashing onto the raceway below. You know, like you do.

Down to the core

These aren't random events, of course, but a core part of Split/Second's gameplay. They're called Power Plays and are activated by using your Power Bar, a segmented blue and red bar that sticks to your vehicle's bumper. Similar to Burnout's boost bar, the Power Bar fills by drifting, drafting and jumping, with bonuses added by any close calls from your rivals' Power Plays. On filling up a blue segment you're able to activate one of the level



SPLIT/SECOND: VARIETY

Three modes that spice up Split/Second's explosive action



Survival

Detonator

Air Strike

Survival

Pass 18-wheeled trucks and evade exploding barrels to rack up your score in this ridiculously addictive score-chasing mode.



That tower can be knocked down to create a new route across the buildings to the right. Brilliant.

Every trophy you earn is reflected by decals on your car.



"Level 2 Power Plays are colossal real-time events that create entirely new routes on the fly"

> Split/Second cont.

one Power Plays dotted around the track, usually a shortcut or an explosion just big enough to strike one of your rivals, like a helicopter dropping an explosive barrel or a queue of taxis exploding onto the track ahead. Alternatively you can save your power for a level two Power Play, colossal real-time events that can rock entire sections of track or create entirely new routes on the fly. They're a spectacle to watch – particularly if

you activate the instant replay cam when prompted – and everyone's bound to have their favourite. Ours? Well, it's sending Downtown's Space Needle tumbling to the ground, crushing racers below while bridging an alternate route onto the roofs of surrounding buildings. Like we said, brilliant. The mechanic works fantastically well and barely ever feels cheap, with the sense of satisfaction earned by annihilating your opponents via a well-timed trigger unmatched in any other racer

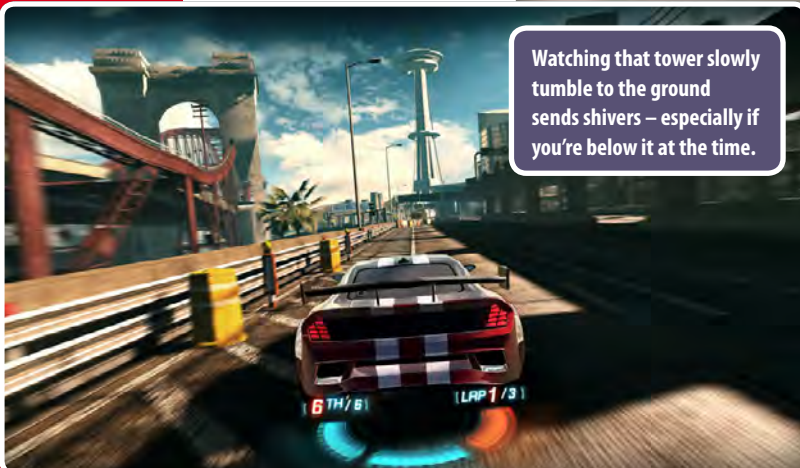
– a feeling amplified tenfold when you manage to do it on the final stretch.

You'll experience plenty of these moments throughout Split/Second's 12-episode structure, but remarkably, Black Rock hasn't simply left its inventive cap there. It's implemented

alternative score-chasing modes to add a spectacular amount of variety, including the stunning Survival, Elimination and Air Strike modes, the former tasking you with overtaking 18-wheelers while avoiding the explosive barrels pouring out of their haulage, and the latter outmanoeuvring the missiles raining down from an attack chopper. A further mode, Air Revenge, turns the tables, tasking you with blasting the chopper out of the sky by building up your Power Bar and deflecting its rockets back at it as fast as



These fuel stations provide a shortcut, but are risky.



Watching that tower slowly tumble to the ground sends shivers – especially if you're below it at the time.



brief, both in the amount of tracks

> Split/Second cont.

possible, while the fifth mode, Detonator, is Burnout's Burning Lap in all but name, pitching your car against the track in an explosive time attack as each of the Power Plays unfold around you. Each mode, unsurprisingly, has that 'one more go' element in spades.

If we have one complaint it's that Split/Second is disappointingly

available and the length of its career, which can be completed in little over six hours and, if you're good, 100 per cented in just shy of eight. Balancing issues can occasionally baffle too, with many of the later events far easier than those around the halfway mark, something you'll notice instantly if you *do* attempt to go back and perfect the game. The relative lack in locales also means that you'll often be racing

over the same sections of track, a severe setback on the face of it, but somewhat less so when you consider how differently each race can play out as a result of the Power Plays. It's worth mentioning that Burnout 3 shared similar issues, of course, but its fantastic multiplayer options ensured we kept coming back. The same is true here, with Split/Second's flawless multiplayer remaining just as exciting the tenth time playing online as it is the first, with fantastic variations on Survival and Elimination thrown in alongside the not-quite-so-bog-standard racing.

And exciting is the perfect way to summarise Split/Second. It's beautiful, addictive and filled with innovative modes and mechanics that not only set a benchmark for arcade racing, but reinvigorate the genre wholesale. It's the best racer we've played since Burnout 3 and, most likely, the best and most original arcade racer you'll play this generation. An energy drink for your console, in other words. ●



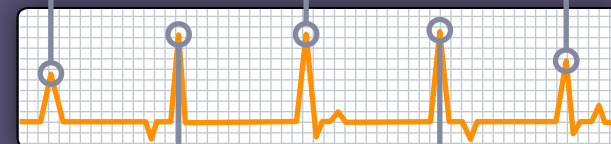
Handling is relatively heavy across the board, but varies from car to car.

PULSOMETER *Signs of life*

Screw the test track, give me explosions!

Score chasing in Survival

A dam(n) good season finale



Explosions good, crash-landing planes better

Chopper chasing in Air Revenge

"This is most likely the best arcade racer you'll play this generation"



**P3Zine
Verdict**

Fast-paced and action packed, Split/Second is the MW2 of racers. Essential

- + Power Plays
- + Genius score-chasing modes
- + Genuinely pulse-pounding

93%

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Publisher:
 SouthPeak Games
Developer: Silicon Studio
Heritage: N/A
Link: <http://3ddotgameheroes.eu>
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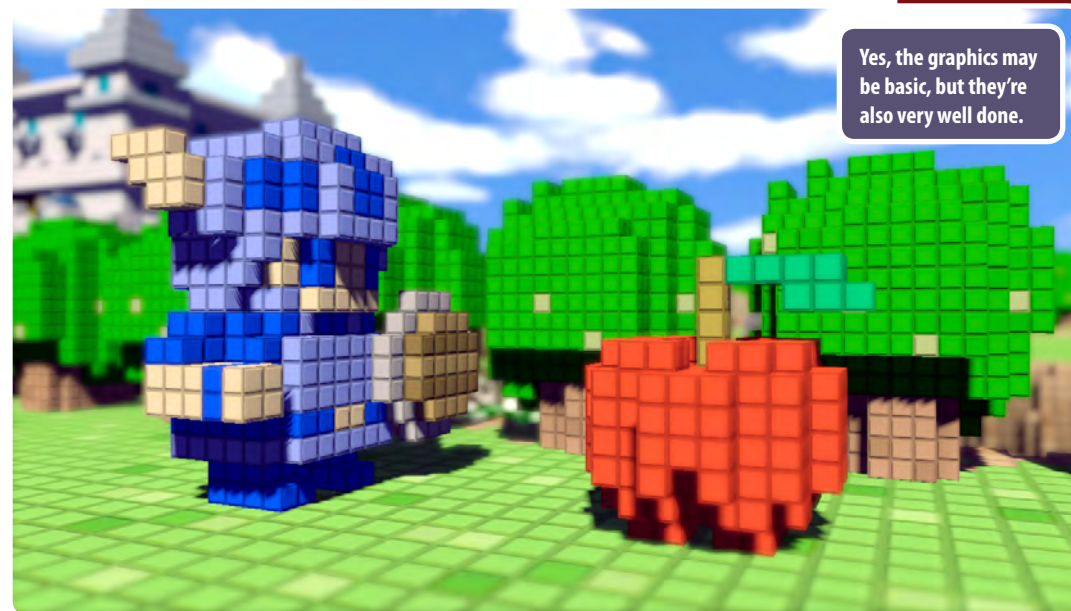
3D Dot Game Heroes

A Link to the Past

As a mischievous schoolboy growing up in the early 1990s, this writer remembers whiling away the school day by graffiting crude images of the male appendage onto toilet walls and school desks, longing for the final bell to signify the close of school, and with it, another evening spent holed up in front of Zelda. Yet, a decade later, I find myself in a

familiar circumstance. Again, I sit here longing for my next 'Zelda fix', this time brought on by Silicon Studio's gloriously reverential (and genuinely one of a kind) 3D Dot Game Heroes, counting down the minutes until I next get the chance to defeat the small-fry monsters that roam Dotnia's forests, encounter the huge voxelated beasts lurking behind the boss doors inside each

dungeon and ultimately save the world from the Dark King. Yet, thanks to the 'what you see is what you get' character creator, I've managed to unite my schoolboy scribbblings with the game world itself, saving the world under the guise of heroic genitalia. Appropriate? No. Hilarious? Yes.



> 3D Dot Game Heroes cont.

3D Dot Game Heroes, then, and its 'create whatever hero you want' ways, doesn't take itself too seriously. It's a stunningly well-produced homage to pre-1998 Zelda, presented via a delightfully old-school top-down camera and with BGM seemingly ripped entirely out of an early-90s cart. But while the game is charming, captivating and surprisingly addictive, it suffers from a (perhaps intentional) weak story, (definitely intentional) simplistic gameplay mechanics and the feeling that, actually, it isn't quite as good as the 23-year-old title it's basing itself upon.

It does a good job at emulating it, of course, and at times the 2D/3D hybrid presentation can look remarkable, especially while

8-bit graphics meet modern technology, with impressive results.



exploring the world of Dotnia. Dungeons too, though visually inadequate, are incredibly well-designed Zelda rip-offs, each consisting of multiple screens containing different puzzles to solve, enemies to defeat and treasures to find, including, of course, dungeon maps and keys to unlock doors deeper within. As you progress you'll gradually uncover new items, such

as bombs or boomerangs, again with each providing a different, (albeit simple) angle on approaching puzzles. Throwing the boomerang to hit a switch, or blowing up a crack in a wall, and suchlike.

But more often than not, playing 3D Dot Game Heroes feels like more of a grind, that you're playing it more for what it represents than sheer entertainment factor. The 10-hour experience, though filled with whacky self-referential dialogue and a lower-than-average difficulty, can seem fairly exhausting, while the character editor can be a bit too fiddly for its own good. Having said that, we doubt there are many developers who could pull off 3DDGH as well as Silicon Studio has, managing to retain that retro touch while giving it a modern sheen. It's a wonderful, albeit utterly unoriginal achievement that totally understands its niche; it certainly won't turn on the modern action gamer. Simply put, you already know whether or not you're going



PIXEL DUST

Why 3D Dot Game Heroes is simply magical



Character Editor

Inventory

Dungeons

Character Editor

3D Dot Game Heroes' character editor lets you build your own hero from the ground up, before using them within the adventure. The 'what you see is what you get' editor makes building a character easy, though things can get fiddly when manipulating voxels on the X and Z axis. And if you can't be bothered, plenty of pre-made characters come shipped on the disc.

to like 3D Dot Game Heroes. It's retro chic gone mad, and a game guaranteed to please (if not excite) any fan of old-school RPGs. ●

P3Zine
Verdict

Retro fun guaranteed!

- + Brilliantly old school
- + Full of character
- Hardcore need only apply

81%



ModNation Racers

SCEE's LittleBigRacer revs its engine

Publisher: SCEE
Developer: United Front Games
Heritage: N/A
Link: <http://modnation.com>
Out: 28th May

Being beaten to the finish line the first time you go online with the course you've poured hours into creating is the equivalent of watching Man United crash out of the Champions League after a 3-0 lead. It's one of the most deflating, soul-destroying sensations we've ever experienced here at P3Zine, as we unsuccessfully attempt to find the option to ban the guy who throttled us from ever racing on our track again. We're lost for words. We know the track like the back of our hand; we extensively playtested it; we know exactly where each boost pad is placed, where each item pod is waiting and how to drift around each corner; we created it for god's sake.

Yet bizarrely, that gut-wrenching feeling is met by one of sheer satisfaction. Other people are racing around *our* creation alongside us, rating it and commenting on it. Perhaps this could be the one that will gain us stardom in ModSpot, ModNation's hub filled with podiums of the world's most popular user-generated tracks, mods and karts that seamlessly bridges each game mode and



The weapons may be generic, but unlike other kart racers, you can level them up.

menu, or featured on forums the world over.

Achievement and ingenuity, then, is something developers United Front Games are all too keen to see recognised in ModNation Racers. Yet, with the game being the studio's first title, reward and recognition is perhaps something that would be better lauded at the team itself. They've created a stunning kart racer here, obviously inspired by genre king Mario Kart, but, unlike the majority of other kart racers on the market today, superbly polished and with enough of its own innovations to avoid appearing like another also-ran.



TOP KART

Is ModNation's toolset even better than LBP's?



Mods

Karts

Tracks

Mods

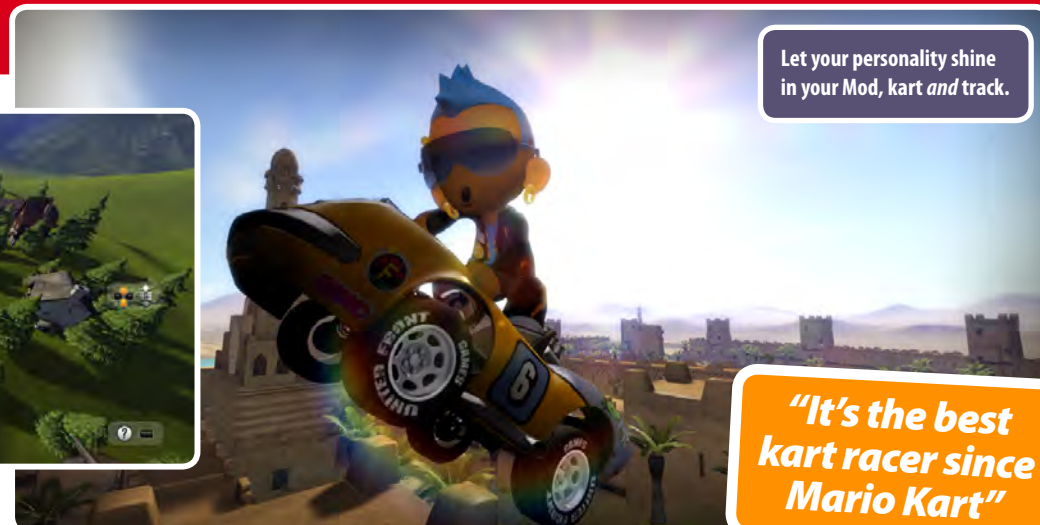
ModNation's very own Sackboys are slightly less visible than the karts they're driving during a race, but you'll still be able to bundle personality into your creations. And there are plenty of fun Mods already out there. At the time of writing, a version of quiz show host Buzz and Kill Bill's The Bride were two of the top downloads at ModSpot.

> ModNation Racers cont.

First and foremost is Creation Station, an extension on Sony's Play, Create, Share moniker that allows you to create your own tracks, racers and karts via incredibly intuitive and easy-to-use toolsets, before publishing them to PSN for others to download. Creating your own kart and racer is simple, utilising a similar system to LBP's Popit menu, while laying down track is as simple as driving a cement mixer around a vast open space, tilting the elevation with the right stick, and reversing backwards to undo any mistakes. At its most basic level it's a wonderfully simple opportunity for the most inexperienced user to boost the number of tracks



available to them, with the option to auto-populate their track with boost pads, item pods and scenery making it possible to have a great track up and running in minutes. But an incredible amount of depth lies in wait of those willing to put the hours into creating something



"It's the best kart racer since Mario Kart"

a little more special, right down to subtly tweaking turns and altering specific terrain. Just don't go expecting some of the more mind-bending creations seen in LittleBigPlanet; options to create in ModNation are rooted firmly within the realms of racing.

When you *do* want to settle down for some races, the game's career is surprisingly worthy of your time, refusing to sidle up to genre standards by moving away from the usual cup structure seen in your typical kart racer. Instead it's a proper campaign, trekking the career of an up-and-coming racer looking to achieve victory in the ModNation Racing Championship. Races are broken down into various series, and bonus Creation Station items are awarded for achieving certain objectives, such as drafting behind racers for a certain amount of time or collecting a set number of item pods. Multiplayer too, is insanely

fun and the online infrastructure is seamless, instantly allowing you to jump directly into an online casual or ranked race. You're even able to play online with a local friend via a split-screen option, a feature often overlooked by the majority of racers.

But that's ModNation Racers in a nutshell. It's a kart racer that dares to tread outside of conventionality, using its inspirations effectively to deliver a highly polished, best-in-class experience full of charm and personality, and the best kart racer since Mario Kart. ●

[Roll over screen for annotations](#)



**P3Zine
Verdict**

The best kart racer seen this gen, and a fantastic debut from UFG

- + Creation Station is intuitive
- + Good campaign
- Poor load times

90%

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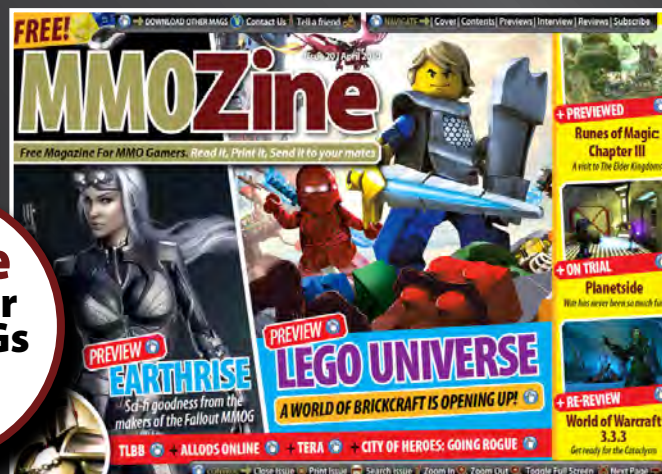
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SBKX

Can Milestone live up to its name?

Publisher: Black Bean
Developer: Milestone
Heritage: SBK-09,
 Superstars V8
Link: www.sbkthegame.com
ETA: 28th May

For as long as we can remember, the motorbike scene has been dominated by simulation racers geared firmly towards the dedicated bike nut. Tourist Trophy, MotoGP, heck, even last year's SBK all desperately sought after the attention of bike nuts, each vying for attention with their claims of pitch-perfect handling allowing two-wheeled aficionados to carve a racing line in the most convincing way possible. They were moderately successful of course, but each suffered from one key criticism: to

the average consumer, they were tough as nails.

Racing veteran Milestone has finally realised this, accepting that there are far more of us longing for the days of Super Hang On than another needlessly unapproachable bike sim, making its fourth attempt at SBK vastly more accessible than any other superbike game currently available on PS3.

It's all made possible thanks to SBKX's Arcade mode, an all-new option designed to appeal to those with zero knowledge of the sport.

It's the casual racer's mode of choice, kitting players out with a boost button, racing line marker and hugely responsive handling that does away with the standard rigmarole associated with your typical bike game – and it's hugely successful in making SBK feel far less daunting. Turning corners no longer feels like hard work, and whipping round bends at 100mph and boosting past licensed racers on the final stretch evokes a sensation

You're able to customise your biker, right down to how he leans.



Roll over screen for annotations



The Legendary Roster included with SBKX's special edition offers access to exclusive superbike legends.



> SBKX continued

more in line with the bikes of Burnout than any 'serious' bike racer we've played in recent years. Fun, in other words.

Of course, SBKX still provides a superb offering for that petrolheaded niche, with the game's Simulation mode being one of the most convincing portrayals of the sport we've ever seen. Milestone's knowledge and passion for the subject is evident from the off, delivering an incomparably deep handling model that's as close to the real thing as you'll find. The weight and inertia of the bikes, and their reaction to the crests, dips and

even rubber left on the track, feel utterly convincing, delivering a terrific sense of speed as you power through the game's principal Career mode. Pre-race customisation options in Simulation, such as the ability to tweak your tyres, brake power, gears and suspension right down to the spring stiffness

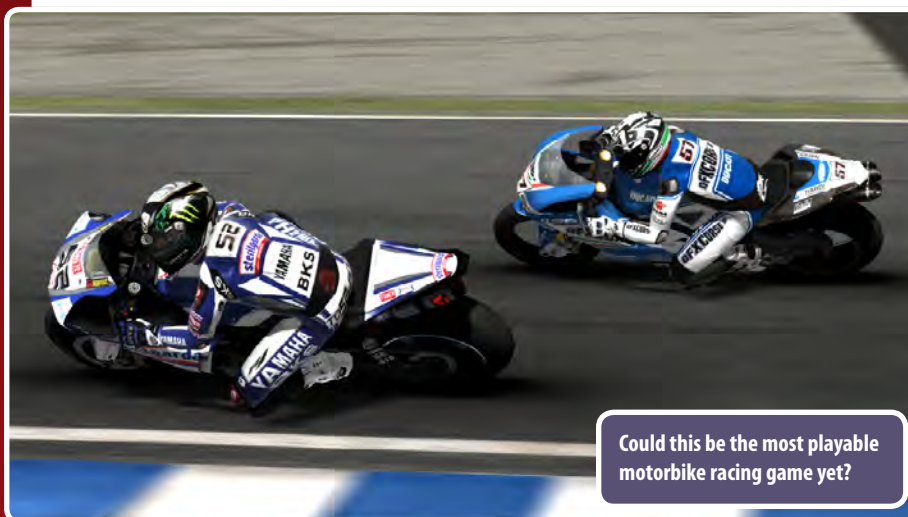
further let bike aficionados create their perfect racing setup, while additional modes like individual Championships, Time Attacks and a 16-player online mode ensure that bike fans will be kept plenty busy until next year's version rolls around.

Low production values let the game down slightly, especially within Arcade mode where each race is separated by a series of long load screens and an uninteresting and wholly unnecessary debriefing from your gurning, inanimate coach. The soundtrack, too, which seems to consist of a pair of Biffy Clyro tracks and a couple of other teen rock recordings, is not only mismatched but soon starts to grate. Less partnership deals, more thought next time, please, Black Bean.

So, SBKX is not without its faults, but Milestone's ability to tackle the age-old problem of delivering a superbike game with both mass-market and specialist appeal, while



Combine helmet cam with Simulation mode for a true test of skill.



Could this be the most playable motorbike racing game yet?

HELL FOR LEATHER

How Milestone push SBK to the limits



Mode-o GP

Sim-Wise

Bike Club

Mode-o GP

Besides their relative inaccessibility, one of the criticisms levelled at previous SBK games has been their lack of modes. Not so in SBKX. Within Arcade you'll find Story Mode, a 50 chapter mode that puts players in various scenarios, plus Championship and Time Attack options, while in Simulation you'll have access to a Career, Championships, Race Weekends and Time Attacks.

further improving upon the series' impeccable racing physics, is an achievement that deserves to be celebrated. ●

P3Zine
Verdict

Accessible yet faithful to the hardcore. Top stuff!

- + Awesome physics
- + Arcade offers accessibility
- Low production values disappoint

80%

In **P3Zine** Issue 40



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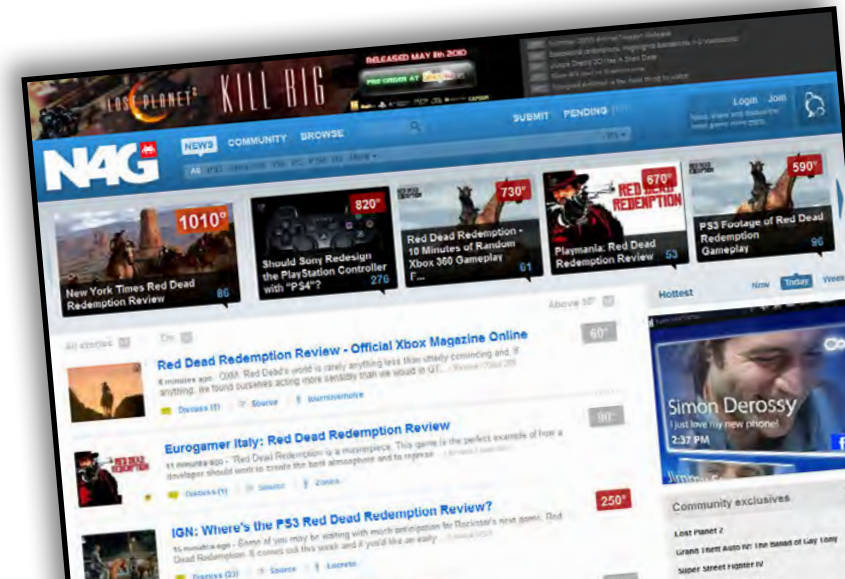
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UFC[®] UNDISPUTED[™] 2010

THE MAGAZINE

FROM THE PUBLISHERS OF P3ZINE, THE FREE PLAYSTATION 3 MAGAZINE

EXCLUSIVE PLAYTEST

Hands-on in the Octagon

FEATURE

WELCOME TO THE UFC

Everything you need to know about the greatest sport in the world



**Exclusive
interview
inside!**

**UFC** UNDISPUTED
2010

Contents

Playtest 03

The first four hours of the game, and everything you can expect to see therein.

Origins 07

Where we delve back into the original game and explore its influence on the industry.

Interview 10

The developers speak.

WELCOME

It's the fastest-growing sport in the world, the most exciting spectacle out there, and now one of the biggest videogame franchises in the industry. After UFC Undisputed 2009 sold over four million copies, the world stood up and took notice, and with the 2010 edition nearly here, what better time than now to break down exactly what to expect?

We've had extensive hands-on time with the game, as well as access to its Producer Neven Dravinski, the mind behind the action. And if you're new to the UFC, why not check out our

"After UFC Undisputed 2009 sold over four million copies, the world stood up and took notice"

special 'Welcome To The UFC' section, which will give you the rundown on everything you need to know about the sport, from the intricacies of grappling to the awe-inspiring experience of a live show.

This really is the ultimate companion to the game of the Ultimate Fighting Championship, and the perfect taster to get you warmed up for when the game's released. Enjoy the magazine, and we'll see you in the Octagon.

Jon Denton





UFC UNDISPUTED 2010

Character models
have been improved.

HANDS ON

UFC 2010 UNDISPUTED

One-on-one in the Octagon

Creating a perfect sports simulation is tough enough, but for the guys at THQ and Yuke's – the minds and hands behind UFC Undisputed 2010 – it's not just a simulation of one of the world's most popular and dynamic sports that they have to maintain. They're also charged with the task of creating a one-on-one fighting game that can compete with the genre's stalwarts; franchises established for nearly two decades. So how do they do it? Well, if UFC 2010 Undisputed is anything to go by, they do it with confidence and relative ease.

Actually, ease isn't the right word. Much like the dedication, blood, sweat and tears that go into making an Octagon warrior, the team behind Undisputed have worked their fingers to the bone to improve every single

aspect of their game. After selling over four million copies of the 2009 edition, the team could be forgiven for resting on their laurels, churning out a cosmetic update and recharging their batteries for 2010's edition. Not so.

First and foremost, the changes have come inside the cage itself. Undisputed 2009 won plaudits for its graphic recreation of not just the violence of the UFC, but also the sport. It combined viscerally thrilling stand-up battles with the intricacies of ground fighting in a way that no other game has managed, appeasing existing fans and educating new ones at the same time. In UFC 2010, every single aspect of that combat has been reworked to match the UFC's own motto: this is as real as it gets.



Can't beat a bit of ground and pound.



Publisher: THQ
Developer: Yuke's
Heritage: UFC series,
Link: www.ufcundisputed.com
ETA: 28th May



CONTROL



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> Hands On continued

Let's start with the standing game. One of the criticisms levelled at the original was its dependence on range. You could land huge knockout blows by stepping in with hooks or flying knees, but in-close, fights often descended into a frantic trade of elbows and uppercuts. Keen to rectify this, THQ has introduced the 'sway' system into UFC 2010. By holding the right bumper on Xbox 360 or R1 on PS3, you raise your guard. No difference there. However, now with the guard raised, if you flick the Left stick, your fighter will quickly duck and weave in that direction. It can be used to dodge strikes of course, but also to set up counter attacks. Just watch Anderson Silva's fight with Forrest

Griffin on UFC On Demand (at www.ufc.com) and see how the Brazilian superstar sways and ducks under all of Griffin's strikes before landing a vicious uppercut. You'll now be able to do the same.

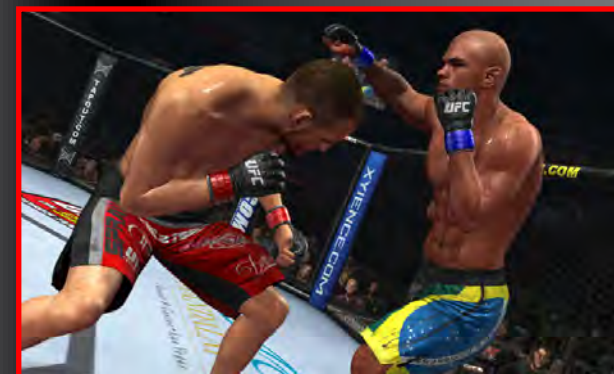
In fact, the whole game is faster, meaning your reactions are now as important as memorising the controls. THQ has ditched the complicated combo system of last year's game and rewritten the engine so any strike can string into another. It means you can be a lot more reactive and instinctive inside

the Octagon, mixing up your style and your attacks based on your opponent's position and action. Just like the real thing.

Should grappling be more your thing, then you're catered for as well. Takedowns have been tweaked to be less of a devastating force, relying more on timing and pressure to get your foe on the floor. However, as a counter balance, there are now far more alternative ways to get them down. UFC 2010 has a fully modelled and interactive cage this year, so you can press an

"The whole game is faster, meaning your reactions are now as important as memorising the controls"

Round 1



Sway

Moving your head is just about the most crucial thing you can do in defending against a man who wants to knock you out. Thankfully then, you can do just that in UFC 2010 Undisputed. The new sway system allows you to duck, bob and weave out of the way of strikes, and then – should you wish – fire off a vicious counter blow. It's the key to success in close-range fighting, and a fantastic inclusion to the game.

Wear them down on the cage.



The brand new crucifix position is deadly for the guy on the bottom.





> Hands On continued

Round 2



Cage control

Getting an opponent pressed up against the cage and wearing them down is a really solid tactic in the UFC, and now it is in UFC Undisputed. Their defensive options are severely limited when their back's against the wall, and you can take down their stamina before taking them down to the ground and pounding them out. Equally though, if you find yourself on your back, you can use the cage to 'wall walk' back to your feet. There are always options in every situation.

opponent into the Octagon side – Randy Couture stylee – hurt them with dirty boxing then drop to a single leg takedown and yank them down to the mat. It gives players more options. Do you shoot for the takedown in the middle of the ring and risk being stuffed and therefore ending up in a bad position, or do you play it safe and wear them down before dragging them to the floor? One takes longer, but is more effective. It's all about risk/reward.

Clinches have been reworked too. Aware that the system was under-developed in 2009, THQ has assimilated the ground-game's quarter-circles into the clinch, so fighters can now move from single-collar tie ups to tie clinches with ease while simultaneously making it harder to achieve a devastating throw. The clinch is now a viable way to lay into your opponent, so you can really get in close and wear an opponent out with knees and elbows in close.

Of course, the final piece of the puzzle, the ground game, has been tweaked too. It still involves battling for position with quarter-circle movements on the Right stick, but there are now far more positions to actually get into. Taking the back, for example, is a more complicated affair than before, allowing you to

Triangle choke!
Don't leave that
head out there.



flatten out an opponent, roll back into the mount, attempt a choke or just stop them slipping out through your legs. Every position has this sort of detail and intricacy, making ground battles much tenser and tighter than before.

Submissions no longer allow button mashers to prevail with their turbo switches, so you'll have to sharpen up that 'shine' and get spinning your right stick. Joining the kimuras and armbars of last year's game are omaplatas, d'arce chokes and even the ability to switch

submissions half way-through to confuse and ultimately tap-out a bewildered opponent.

Outside of the cage things have undergone a significant change, too. The menus and options have been streamlined



"Submissions no longer allow button mashers to prevail with their turbo switches"





UFC UNDISPUTED 2010

> Hands On continued

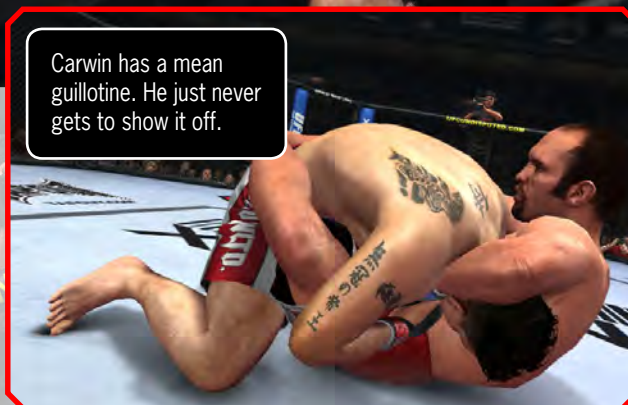
and brightened up to match the new UFC TV graphics package, meaning less time faffing about and more time in the ring. Perhaps the biggest change, though, comes in career mode, now a deep and multi-layered offering that really captures the essence of what it means to be a UFC fighter.

You start by creating yourself as an amateur fighter, picking from a vast list of cosmetic options, before assigning your fighting techniques. Last year demanded that you stuck fiercely within fighter-style templates (boxer/wrestler, Muay Thai/BJJ).

Now the engine has been freed from such strict regulations, meaning you can pick and choose your style and hand-pick specific moves and techniques that best suit you. Brilliantly, this also means that the 100-plus real fighters also fight exactly as you'd expect.

Once you've built your warrior, you begin your career taking names in the amateur divisions before moving up to the fictional minor

Carwin has a mean guillotine. He just never gets to show it off.



UFC UNDISPUTED: 2010 VIDEO

league, the WFA. In this time, you'll have chosen a 'fighter voice', which you'll hear in cut-scenes with your trainer, real-life Jiu Jitsu legend Marc Laimon. As you progress, you'll actually interact with UFC president Dana White, and if and when you make it into the big show, you'll have chances to carve a personality out for yourself. Do you disrespect an opponent at a pre-fight press conference or accept a challenge from another fight camp? It's a far more immersive UFC career experience now.

And that's the whole mantra for this year's game. This is about getting players as close to the Octagon as possible, covering every aspect of the UFC experience and translating that into the most complete fighting game out there. Not that you'll be thinking about any of that when you're in the cage, of course. Not until you've knocked the other guy out, anyway. ●

Round 3



Submissions

No longer are submission attacks a three-staged animation. They're now entirely analogue, so when you start to manipulate a joint or sink in a choke, the camera will zoom in and you'll see it torque. You can now even grab flash submissions that tap an opponent out immediately, that's how vicious they are. And if that's not enough, some fighters can even switch submissions to confuse and break down their opponent. It's a significantly enhanced system in every way.





WELCOME TO THE UFC

Everything you need to know about the greatest sport in the world. Welcome to the UFC...



Wanderlei Silva overcame Brit Michael Bisping in their recent encounter. Can you rewrite history?

UFC 111. A rabid crowd in the Prudential Centre, Newark, New Jersey feverishly await the appearance of Heavyweight legend Frank Mir. The lights dim. Lasers flash dramatically across the 20,000-strong crowd as the arena noise quietyens to a murmur. The music kicks in. 'Amazing' by Kanye West blares through the speakers, each pounding bass thud shaking each seat and each ribcage as Mir strides confidently towards the ultimate proving ground, the Octagon. He's a world-class Brazilian Jiu Jitsu expert and a high-level kickboxer, with a training regime and a discipline that would crush most men after a single day. And despite all of this, he loses. His opponent, the equally trained and equally disciplined Shane Carwin overpowers Mir with uppercuts from his vice-like clinch, knocking him out for his twelfth straight first-round victory. The days of unskilled brawlers duking it out in a cage have gone. This is the UFC and it's as real as it gets.

For those who haven't witnessed a live UFC event, there's only one way to describe it: electrifying. But it's not just the atmosphere and the audiovisual spectacle that make hair stand on end and adrenaline flow

Classic Fights

Stephan Bonnar vs Forrest Griffin
TUF Finale, April 9 2005

The fight that changed everything. The first finale of The Ultimate Fighter showcased a brawl for the ages, as both fighters gave everything they had to earn the six figure contract with the UFC. By the end, both fighters were absolutely exhausted and covered in blood, and as they fell into each others arms, they had both done enough to earn their shot. Forrest may have won the contract, but it was the fans that were the true winners that night.

freely through the bloodstream. There's something aesthetically pure about two fighters competing at the absolute highest level, seeing bodies and minds trained and sharpened to their absolute limit, then testing that limit in a place where no one can get in or out, where one man reigns supreme and the other goes home with the bitter taste of defeat in their bruised mouth.

Of course, with such a mixture of martial arts disciplines – it is called Mixed Martial Arts after all – acting together, some of the finer details of a UFC bout can be lost on a brand-new audience. Everyone would understand Carwin's





> Welcome to the UFC continued

brutal destruction of Mir, of course, but would they have shown the same appreciation for Welterweight supremo Georges St-Pierre's (GSP) controlling victory over Brit banger Dan 'The Outlaw' Hardy without an understanding of his dominating wrestling ability, his talent at controlling weight and balance through his hips?

This is where UFC Undisputed 2010 comes into play. Not only is THQ's simulation a viscerally thrilling digital recreation of the world's most exciting sport, but it's the best training tool you'll find outside of a

dojo or fight gym. It's not just a fighting game in the traditional sense, so you can't just go in swinging punches and expect to succeed, just like you can't in the real UFC. When you begin your career in the UFC Undisputed, you need to create a fighter in your own image, and not just with a scruffy beard and the kind of washboard abs you always promise yourself you'll get. You need to learn to fight.

Starting at the beginning

So where to start? In order to succeed in the UFC you'll have to become an expert in every area, what people in the know refer to as 'well-rounded'. Let's master the stand-up arts first of all, as they have the most immediacy, and knocking fools out is, well, fun. Do you lean towards a classic boxing style, with weight planted on the back foot, a reaching jab and powerful hooks and crosses? If so, you'll be comfortable with a BJ Penn or Rampage Jackson, two fighters who have had immense success in the Octagon by utilising head movement and accurate, heavy punches to dominate their foes. Of course, with this being MMA, there



are pros and cons to everything. A boxer might have stronger punches, but his weight will be on his back leg, meaning a Muay Thai kickboxer can get great success attacking the front leg, as it'll be planted on the ground, ready for a kicking.

A Muay Thai fighter also has innate knowledge of the bodies' hardest striking points – the elbows and knees, as it happens. If you check out footage of Middleweight champ Anderson Silva's decimation

"In order to succeed in the UFC you'll have to become an expert in every area"

of Rich Franklin with knees from the Muay Thai clinch (hooking both hands behind the head), or Kenny Florian's vicious, razor-sharp elbows, which have granted him huge success in the lightweight division.



Classic Fights

Lyoto Machida vs Mauricio 'Shogun' Rua
UFC 104, October 24 2009

A tight, tense, tactical stand-up battle that saw Lyoto 'The Dragon' Machida win a unanimous but controversial decision victory over five rounds. The previously untouchable Machida was grounded by Rua's vicious leg and body kicks, only able to counter with sparing punches and a few flurries. They're set to rematch in May of this year, but can Rua finally overcome the Light Heavyweight champ?





> Welcome to the UFC continued

You could even mix up your style like GSP or Light-Heavyweight king Lyoto Machida, throwing some karate in there so you can catch opponents off-guard with different kicks and punches. It's up to you – UFC 2010 Undisputed doesn't tie you down to styles, you can mix and match and create exactly the fighter that you want to be.

Next, it's time to take matters to the ground. You might think that simply being on top of your opponent would be enough to dominate them.

Well, that's what the opponents of original UFC champion Royce Gracie thought. Brazilian Jiu Jitsu is a grappling art that's as effective from on top as it is when you're on your back. It involves two key components – position and submission. The key to success is moving from an opponent's 'guard' (being in-between both legs), through to half-guard (one leg in, one out), side control (both legs out and to the side), then full mount (both legs over your opponent's hips, pinning them to the floor). From there, all

manner of joint locks and choke holds are available to finish a fight. A skilled BJJ proponent can also reverse these situations with submissions, catching an opponent with a triangle choke (legs wrapped around the neck in a triangle shape, with an arm pulled through to secure the hold), for example, when their foe is happy in the guard position.

All the right moves

While a knowledge of BJJ is vital to get by on the floor, having the strength and power of freestyle wrestling is another hugely important skill. Like the aforementioned GSP or heavyweight champ Brock Lesnar, having the ability to take an opponent from their feet and pin them to the ground can be a fantastic route to success. Again, you can mix things up. Why not learn some Greco-Roman throws a la Jonny Bones Jones, or some hip-based Judo throws.

The beauty of UFC Undisputed 2010, and the UFC itself, is that there are so many ways to win and so many variables to each fight. In other sports, you know who's going to win weeks before the contest even starts. That will never happen

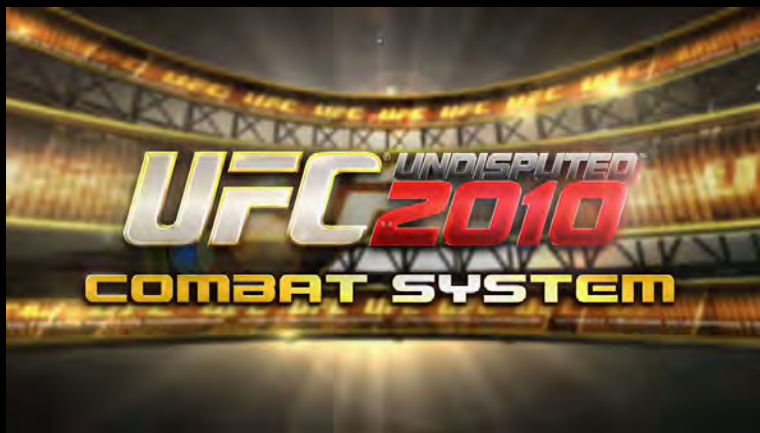
Classic Fights

Diego Sanchez vs Clay Guida
TUF Finale, June 20 2009

An absolutely explosive lightweight bout between two of the sport's most electrifying fighters, this main event kicked off with Sanchez bursting into life and hammering Guida with punches, kicks and knees, but just before the ref had to step in to stop it, Guida fought back and took Sanchez to the ground. Three rounds of manic, bloody action ensued, with Sanchez finally picking up the split-decision win. Amazing stuff.

in the UFC. For every time a BJ Penn dominates a Diego Sanchez in a five-round masterclass, there's a Matt Serra-style upset that defies typical logic and keeps fans guessing. A UFC bout is always one clean punch away from ending, and it's this that glues the fans to the seats and keeps the controller gripped firmly in hands.

So, whether you're dancing around the ring like Anderson Silva, throwing heavy fists like Paul Daley or grounding and pounding like Jon Fitch, there's a style and a fighting system for you. Just remember one thing... Train hard, Fight Easy. Welcome to the UFC. ●



UFC UNDISPUTED: 2010 VIDEO





INTERVIEW

NEVEN DRAWINSKI

UFC Undisputed 2010's producer speaks about his smash sequel

With the new season of The Ultimate Fighter in full swing, will we see contestants appearing as future DLC fighters?

We have a few things simmering with the Ultimate Fighter show, but as far as putting it in the game... well, it's not the game as it exists on the TV show. Our relationship with the UFC is a great one as you know, so there's certainly opportunity for downloadable content to appear for the game in the future.

Can you talk us through how the cage is being used this year?

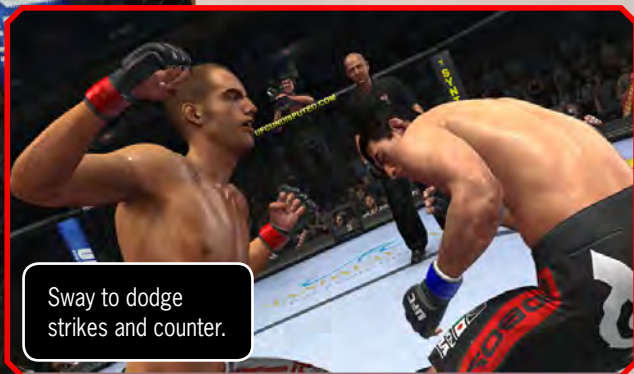
We utilise the cage much like real UFC fighters utilise it. The cage is going to restrict your movement if you're just kind of backing up against it. You're going to get pressed up against the cage and you're not going to have as easy a time moving around.

Taking fighters down off the cage is executed similarly to doing a normal takedown – you press the Left trigger and push forward on the 'ultimate fighting control' on the Right stick, and if you're near the cage then you'll end up pressed against it. From there you can do a takedown again and it'll actually execute a takedown. When I demonstrated the game you saw me transition from a double leg to a single leg, and the gameplay mechanic behind that is going back to the idea of risk reward. If I take

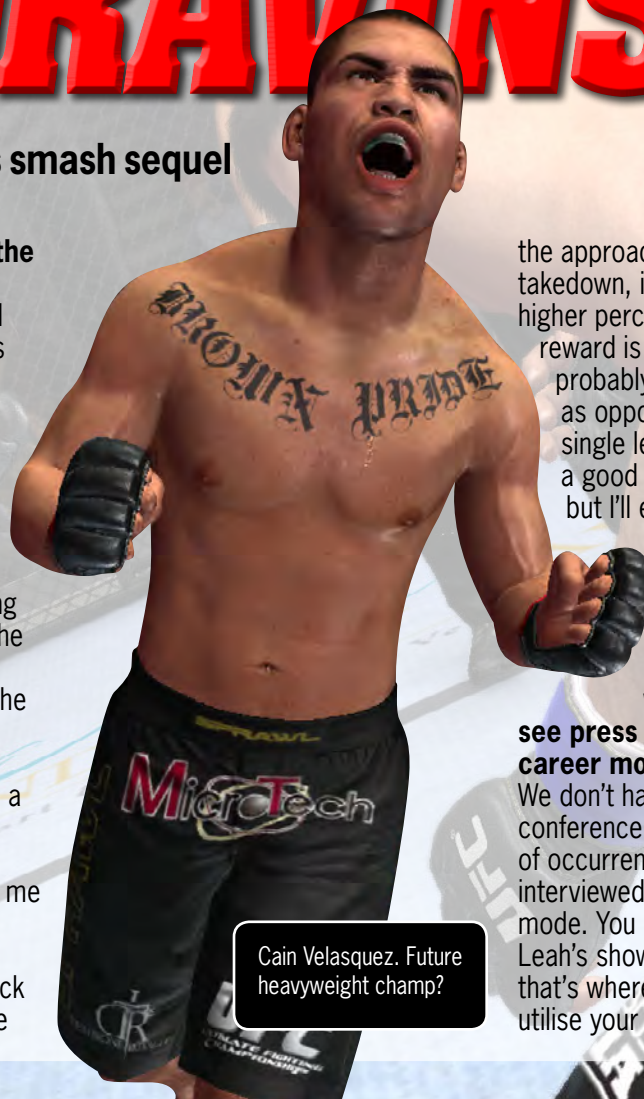
the approach of doing a double leg takedown, it's probably going to be a higher percentage move but the reward is going to be less. I'll probably end up in open guard as opposed to when I go for the single leg, which I may not have a good a chance of executing, but I'll end up in half guard, so I'm in a better position based on the risk I put my character in.

Can you tell us whether or not we'll see press conferences in the career mode?

We don't have the full press conference, but there are plenty of occurrences where you are interviewed throughout the career mode. You can go on Rachele Leah's show, for example, and that's where you're able to utilise your fighter voice... but



Sway to dodge strikes and counter.



Cain Velasquez. Future heavyweight champ?





> Interview continued

the focus is really getting you back in the octagon.

How has the submission system changed for this version?

We've gone back to embracing the spinning of the stick – 'the shine', as we like to call it. It's important to note that the button-mashing defence is gone, so everything is done via spinning the right stick. When you do a submission switch, for example. Once you're fighting off a submission switch, if the player

performs one back on you, the direction you have to spin the stick changes, so it's a good way to fool your opponent.

With the game being constantly online, will we see updated fighter stats and champions?

We do have the ability to update fighter stats and titles so we're going to be doing that. We're going to be watching every fight, as there may be updates to fighter abilities, fighter stats, etc., so we do have the ability to go in and change that on the fly.

We work very closely with the UFC when we actually create these stats. We work with all their executives in terms of rating these guys and then statting them up into the game. They obviously have all this knowledge for themselves, but then it's also an evolving thing so we have the opportunity to maybe change things as fights go on.

We saw this happen last year, like when Frank Mir started fighting differently to what we were used to. And guys like Jon Jones are a perfect example of someone who makes us think 'well, we might have to go back to the drawing board'. So we do have that ability, and we realise it's something that's necessary to make these guys fight.

Hardy takes the back.
Can GSP survive?

Clay Guida's hair is
present and correct!



What is the 'Game is Watching You' System

Game is Watching You is essentially a way we can track your progress in the career mode and give you consequences to your actions, and therefore make the AI-controlled characters fight differently. If you're going for head kicks all the time then the AI's going to eventually try to take you down to the ground – you'll get call-outs for example.

If you went on a five-fight win streak, Rogan and Goldberg might say "So he took out his last five opponents by knockout..." There's

"Game is Watching You is a way we can track your progress in the career mode"

going to be a lot more investment in realism – which you'll see with the fighter voices; that way of respecting people or disrespecting people.

You can dis a guy, and I think my favourite example is the Rampage Rashad kind of face-off. You have opportunities to kind of create rivalries. You disrespect



**> Interview continued**

a guy and eventually the fight you take on with that guy will be bigger; you can call out camps or you can respect your sponsors... The GIWY system is really a way of allowing you to see the consequences of your actions, I suppose.

And how about online?

Online is huge. For starters, we have online exhibition, which we've carried over from last year. Another obvious addition is the aspect of online camps. That's another cool thing we're putting in the game this year, where you're given the opportunity to essentially create an online camp – a clan or guild if you will – so

"You'll be able to go out and wreak havoc on the PSN or Xbox Live communities"

basically you and your buddies will create an online camp, giving you the opportunities for sparring sessions, etc. That ties in with the career mode, where we give you incentivised awards. Going into an online sparring session in your career will give you points that you can apply to your CAF in the career mode. This means you have a group to go out and wreak havoc on the PSN or Xbox Live communities with.

What can you tell us about the community website?

So the community website (<http://community.ufcundisputed.com>) is something I think is going to be really cool this year. We're really blowing it out, and it's actually got a lot more immersion in our game in terms of how we're tracking what you do. I mentioned we're going to be running online tournaments through the community site, and I hope people go to the site to learn more about the game.

Since we've gone away from the archetype system of



Facial expressions now reflect the on-screen action.

Don't let Mir grab that arm – he'll take it home with him.





> Interview continued



The mount position is the most dangerous of all.

having one grappling and one striking technique, you're actually getting a unique moveset for each of the 100-plus fighters, so it's really up to you to learn what each fighter is capable of in each scenario. Certain fighters are better off their backs, other guys have a crazy armbar... each fighter literally has his own unique move set.

We've also eliminated the 'combo' system, so now you can combo any attack into any other attack. It's up to you to see which situation and which position presents itself with a better chance of executing subsequent attacks.

The game is deep enough so that if you want to get in and do the frame counting and see which



Thiago catches Swick in a heel hook. Submissions are now exclusively on the right stick. Get your shine practise in!

"On the PS3 version we have five exclusive HD-quality fights"

animations play slower than the others, we have that sort of depth that you can do that, but we hope to leverage our community site to get people on there to learn more about the specific nuances of each character, and we'll certainly be doing developer hints and tricks after the game has launched. The first page in the manual says go to the community site to get all the real information about the game.

While we think it is very accessible and you can go in there and knock your buddies out, it is still a very deep game.

Also, the tournament mode is actually an offline tournament, but through our community site we're going to create an online tournament system that you can sign up for and your results are tracked, so the community site will allow for online tournament functionality.

What sort of exclusive content will we see?

On the PS3 we have five exclusive HD-quality fights that are available for you, and they are full actual fights – some of the better fights of the last couple of years in fact – so that's actually a really cool thing. There's some exclusive fighters on the PS3, too.

And finally, what about the Buffer 360?

As far as the Buffer 360... I'll have you know that Bruce Buffer didn't invent the Buffer 360 when we did the motion capture for his 180, which you obviously saw. He's very upset about that and can't wait to get back into the booth with the suit on to make sure the Buffer 360 makes it in for 2011. ●



BOPA's very own Paulo Thiago.

